

# Binding to Python

To bind a MeshKit algorithm to Python, you'll need to add some SWIG code to meshkit/python/algs.i and meshkit/python/algs\_factory.i. Specifically:

algs.i (near the bottom)

```
%include "meshkit/MyNewAlgorithm.hpp"
```

algs\_factory.i

```
#include "meshkit/MyNewAlgorithm.hpp"
```

```
...
```

```
%factory (MeshKit::MeshOp * MeshKit::MKCore::construct_meshop,  
    ...  
    MeshKit::MyNewAlgorithm);
```

If this doesn't work, you may need to add bindings for other classes that your algorithm depends on (e.g. MeshKit::CopyMesh requires MeshKit::Transform). If this *still* doesn't work, you'll have to consult the SWIG documentation, or ask the Fathom list for assistance.